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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/519,108	12/23/2004	Koji Igarashi	Q85461	9442
23373	7590	11/29/2009	EXAMINER	
SUGHRUE MION, PLLC 2100 PENNSYLVANIA AVENUE, N.W. SUITE 800 WASHINGTON, DC 20037			PANDYA, S/UNIT	
ART UNIT	PAPER NUMBER			
			3714	
NOTIFICATION DATE	DELIVERY MODE			
11/20/2009	ELECTRONIC			

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

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Office Action Summary	Application No. 10/519,108	Applicant(s) IGARASHI ET AL.
	Examiner SUNIT PANDYA	Art Unit 3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --
Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
 - If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
 - Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED. (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) Responsive to communication(s) filed on 25 September 2009.
 2a) This action is FINAL. 2b) This action is non-final.
 3) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) Claim(s) 1-9 and 11 is/are pending in the application.
 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
 5) Claim(s) _____ is/are allowed.
 6) Claim(s) 1-9 & 11 is/are rejected.
 7) Claim(s) _____ is/are objected to.
 8) Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) The specification is objected to by the Examiner.
 10) The drawing(s) filed on _____ is/are: a) accepted or b) objected to by the Examiner.
 Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
 Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
 11) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
 a) All b) Some * c) None of:
 1. Certified copies of the priority documents have been received.
 2. Certified copies of the priority documents have been received in Application No. _____.
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date: _____ |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/DS/02) | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date: _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Continued Examination Under 37 CFR 1.114

A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 9/25/09 has been entered.

Response to Amendment

This action is in response to amendments filed on 9/25/09, wherein the examiner acknowledges that claims 2-4 have been amended, and newly submitted claim 11 has been added, no claims have been canceled; consequently claims 1-9 & 11 are currently pending in the instant application.

Claim Rejections - 35 USC § 112

The following is a quotation of the first paragraph of 35 U.S.C. 112:

The specification shall contain a written description of the invention, and of the manner and process of making and using it, in such full, clear, concise, and exact terms as to enable any person skilled in the art to which it pertains, or with which it is most nearly connected, to make and use the same and shall set forth the best mode contemplated by the inventor of carrying out his invention.

Claim 11 is rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the written description requirement. The claim(s) contains subject matter which was not described in the specification in such a way as to reasonably convey to one

skilled in the relevant art that the inventor(s), at the time the application was filed, had possession of the claimed invention. In claim 11, the application is claiming plurality of data storage parts, each part includes a first, second and a third portions, however, the could not find any support in the applicant's specification with regard to plurality of data storage parts

Claim Rejections - 35 USC § 103

Claims 1-9 are rejected under 35 U.S.C. 103(a) as being unpatentable over Osamu et al. (EP 1145748 A2) in view of Negishi et al. (US Patent 6,571,278).

In regard to claim 1, with reference to Figure 1, Osamu et al. discloses the claimed invention including:

- Game apparatus [0001],
- Plural game data storage means [18 in Figure 1] and [line 3 of 0005].

Regarding to "means for plural data storage" is mentioned to be ROM cartridge in specification on page 8 of application, this limitation meets the three-prong test per MPEP 2181 and thereby invokes 35 USC 112 6th paragraph. Osamu et al. with reference to Figure 1, also discloses ROM Cartridge [12]. Osamu et al. is considered to be an equivalent to applicant's means for plural game data storage means because it performs the same function in substantially the same way and produces substantially the same result as the corresponding element in applicant's specification.

- Replication source determination means for determining replication source game data storage means among the plural game data storage means [lines 11-19 of

0005] and [0010]. Osamu et al. has mentioned two item exchange tables which include exchangeable items. In examiner view, one of these item exchange tables is source memory while the other is target memory because an item is taken from one table and stored in the other. Regarding the limitation "means for replication source determination" is mentioned [lines 3-7 on page 11 of application] to be a game program stored in the ROM cartridge 12 and executed by portable game machine. This limitation meets the three-prong test per MPEP 2181 and thereby invokes 35 USC 112, 6th paragraph. Osamu et al., with reference to Figure 1, also discloses a portable game device, game program [0020] and ROM Cartridge [12]. Osamu et al. is considered to be an equivalent to applicant's replication source determination means because it performs the same function in substantially the same way and produces substantially the same result as the corresponding element in applicant's specification.

- Replication target determination means for determining replication target game data storage means among the plural game data storage means [lines 11-19 of 0005] and [0006]. In examiners view, one of these item exchange table is source memory while the other is target memory because an item is taken from one table and stored in the other. Regarding to "means for replication target determination" is mentioned to be game program in the ROM cartridge 12 and executed by portable game machine in lines 3-7 on page 11 of application, this limitation meets the three-prong test per MPEP 2181 and there by invokes 35 USC 112 6th paragraph. Osamu et al. with reference to Figure 1, also discloses portable game device, game program [0020] and ROM Cartridge [12]. Osamu et al. is considered to be an equivalent to applicant's replication

target determination means because it performs the same function in substantially the same way and produces substantially the same result as the corresponding element in applicant's specification.

- Replication means for storing game data into the replication target game data storage means [lines 1-7 of column 2]. Osamu et al. mentions storing an item in exchange to another item in game item storage means in aforementioned lines [see figure 1]. Regarding "means for replication" , Osamu et al. has mentioned a game program in the ROM cartridge 12, which is executed by portable game machine in lines 3-7 on page 11 of application, this limitation meets the three-prong test per MPEP 2181 and there by invokes 35 USC 112 6th paragraph. Osamu et al. with reference to Figure 1, also discloses portable game device, game program [0020] and ROM Cartridge [12]. Osamu et al. is considered to be an equivalent to applicant's replication means because it performs the same function in substantially the same way and produces substantially the same result as the corresponding element in applicant's specification.

- Link data storage means to correlate two game data storage means with each other [lines 36-41 of column 6]. Regarding to "means for link data storage" is mentioned to be game program in the ROM cartridge 12 and executed by portable game machine in lines 3-7 on page 11 of application, this limitation meets the three-prong test per MPEP 2181 and there by invokes 35 USC 112 6th paragraph. Osamu et al. with reference to Figure 1, also discloses portable game device, game program [0020] and ROM Cartridge [12 in Figure 1]. Osamu et al. is considered to be an equivalent to applicant's link data storage means because it performs the same function

in substantially the same way and produces substantially the same result as the corresponding element in applicant's specification.

- Each of the plural game data storage means stores original item data relating to an original item data relating to an original item and replica item data relating to a replica item [0005] and,
- Replication mean stores the game data into the replication target game data storage means, wherein the original items data and replication game data are stored [0004-0006, wherein Osamu et al. discloses allowing the storage medium to store all of the game], on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original item relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means become the number of replica items relating to the replica item data stored in the replication target game data storage means[lines 6-10 of column 4].
Osamu et al. discloses counting means to keep track of exchange items [lines 6-10 of column 4, wherein the counting means could have been also understood to keep count of number of copies relative to source game data storage means and thus used to keep count of sum of number of original item relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means become the number of replica items relating to the replica item data stored in the replication target game data storage means]. It also stores the link data to correlate the replication

target game data storage means with the replication source game data storage means into the link data storage means [lines 36-41 of column 6]. However Osamu et al. fails to disclose storing both original item data without changing the original item and replica item data in the replication source game data storage means, so that the game can access both the original data and replica data in subsequent game play.

In an analogous art, Negishi et al. teaches a data sharing system which helps to maintain replica consistency, teaches of storage means for storing both, original item data and replica item data in the replication source game data storage without changing the original, such that both the original data and replica data can be accessed [lines 6-30 of column 5 & column 11-12]. It would have been obvious for one with ordinary skill in the art at the time of the invention to have modified Osamu et al. to include multiple data storage point for both original and replica data, as taught by Negishi et al., thus in this case, allowing a user to provide or exchange items with other players for the items they hold, and allowing exchanging player to gain information about the item the players is exchanging for before the exchange actually takes place.

In regard to claim 2, the combination of Osamu et al. and Negishi et al. teach disposing an item stored in one of the plural game data storage means upon instruction, updating the original item data stored in the game data storage means whose disposal is instructed so that the number of original item is decreased lines 50-58 of column 8 of Osamu. The combination of Osamu et al. and Negishi et al. also teach updating the replica item data stored in another game data storage means relating to item data stored in another game data storage means relating to a replica item as a direct or

indirect replica of the original item so that the number of replica item is decreased, the correlation is based on the link data [column 6 of Negishi et al. and column 8-9 Osamu et al.]

In regard to claim 3, combination of Osamu et al. and Negishi et al. teach disposing an item stored in one of the plural game data storage means upon instruction, updating the original item data stored in the game data storage means whose disposal is instructed so that the number of original item is decreased lines 50- 58 of column 8 & Figure 4 of Osamu et al. The combination of Osamu et al. and Negishi et al. also teach a replica item relating to the replica item data stored in one of the plural game data storage means and updating the original data stored in one of other game data storage means as a direct or indirect replication source of the game data storage means whose disposal is instructed so that the original item is decreased and updating the replica item data stored in another game data storage means relating to replica item as a direct or indirect replica of the decreased original item so that the replica item is decreased the correlation is based on the link data [column 6 of Negishi et al.]

In regard to claim 4, combination of Osamu et al. and Negishi et al. teach disposing an item stored in one of the plural game data storage means upon instruction, updating the original item data stored in the game data storage means whose disposal is instructed so that the number of original item is decreased lines 50- 58 of column 8, and Figure 4 of Osamu et al. The combination of Osamu et al. and Negishi et al. also teach updating of a replica item data stored in one of the game data storage means as direct or indirect replication targets of the game data storage means whose deletion is

instructed so that replica items, equal in number to the number of original items relating to the original item data stored in the game data storage means whose is instructed are changed or original items, changing link data, which is stored in the link data storage means and correlates the game data storage means whose deletion is instructed with the game data storage means as the replication target of the game data storage means, to link data to correlate the game data storage means as the replication target of the game data storage means whose deletion is instructed with said one of the game data storage means and deleting the game data storage means whose deletion is instructed. Correlation of game data storage means has also been disclosed in lines 36-41 of column 6 of Osamu et al.'s invention.

In regard to claim 5, Game apparatus, plural game data storage means and link data storage means have already been discussed about in rejection of claim 1. Osamu et al. discloses a game apparatus [0001] comprising plural game data storage means [18 in Figure 1] and [line 3 of 0005], Osamu et al. further discloses a link data storage means comprising of part of each of the plural game data storage means [lines 36-41 of column 6].

In regard to claim 6, game apparatus, plural game data storage means and link data storage means have already been discussed about in rejection of claim 1. Osamu et al., with reference to figure 1, discloses a game apparatus [0001] wherein the link data storage means [lines 36-41 of column 6] and the plural game data storage means are comprising of one or plural memories ([18 in Figure 1] and [line 3 of 0005]) and a storage area relating to the link data storage means and a storage area relating to the

plural game data storage means are separately provided in one or plural memories [lines 43-54 of column 2].

In regard to claim 7, all limitations of claim 7 have been addressed in rejection of claim 1 above except a program to cause a computer to function. Osamu et al. discloses information storage medium in lines 8-9 of column 1 and lines 25-29 of column 2. Osamu et al. also discloses game program [lines 7-9 of column 5 and lines 37-41 of column 9] that meets all the limitation of this claim as discussed above.

In regard to claim 8, all limitations of claim 8 have been addressed in rejection of claim 1 above except a control method of a game apparatus. A game program [lines 7-9 of column 5 and lines 37-41 of column 9] inherently has a control method. Osamu et al. also discloses a control method [line 8 of column 1] that meets all the limitations of this claim as discussed above.

In regard to claim 9, all limitations of claim 9 have been addressed in rejections of claims 1 & 7 except a program delivery apparatus comprising an information storage medium storing a game program. Osamu et al. has a program delivery apparatus for it also has the method of exchanging items, using communication [lines 3-9 of column 5].

In regard to claim 11, Osamu et al. substantially address all of the limitations of claim 11 in rejection of claim 1 above, except a plurality of storage portions, however, Osamu et al.'s deficiencies have been remedied by Negishi et al., who teaches plurality of data storage portions for specific information for faster retrieval [lines 19-44 of column 8]

Response to Arguments

Applicant's arguments filed 9/25/09 have been fully considered but they are not persuasive.

Regarding the applicant's arguments on page 14 that Osamu does not teach identical features of the independent claims for the "replication means", the examiner respectfully disagrees. Osamu et al. discloses replication source determination means for determining replication source game data storage means among the plural game data storage means (Osamu et al. in lines 3-7 on page 11, discloses item exchange tables which include exchangeable items, one of these item exchange tables is source memory and the other is target memory). Osamu et al. also discloses replication target determination means for determining replication target game data storage means among the plural game data storage means (see lines 11-19 of paragraphs 5 & 6, wherein Osamu et al. determines the replication target among the game data & paragraphs 22-26). Osamu et al. also discloses replication means for storing game data into the replication target game data storage (figure 1 and paragraphs 22-26, 29 & 30, wherein Osamu et al. discloses game data storage for the replicated data to be stored into the target storage, wherein the target storage could be the player's storage with whom the first player is exchanging items).

With regard to the applicant's arguments on page 15 that there is no mention in Osamu et al. of a summing operation, the examiner respectfully disagrees. Osamu et al. in paragraphs 4-6, discloses of storing all of the data, including original and replicated data in to respective storages). Furthermore, Osamu et al. also discloses a counting means to keep track of exchange items, see paragraph 14-15, wherein the

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counting means keeps count of number of copies relative to source game data storage means, and thus keeps count of sum of number of original item relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means, becomes the number of replica items relating to the replica item data stored in the replication target game data storage means. Thus, Osamu et al. discloses of summing operation to maintain and update both original game data storage and replicated game data storage with items added or subtracted due to trade with other players.

Regarding the applicant's arguments on pages 16-17 that Osamu et al. does not store data into the replicated target without changing the original data, the examiner respectfully agrees. However, as recited above, the deficiencies of Osamu et al. have been remedied by Negishi et al. Specifically, Negishi et al. in columns 11-12, teaches a data sharing system to maintain replica consistency, wherein the system includes storage means for storing both, original item data and replica item data, in the replication source game data storage such that the data is being duplicated from the original to the replicated without changing the original. Thus, when taken as a whole, the combination of Osamu et al. and Negishi et al. teach storing data into the replicated target without changing the original data from the original target.

Regarding the applicant's arguments on pages 19-20 that Negishi is not directed to a game, the examiner agrees. However, the submitted claims are not directed towards playing any specific types game, but are directed towards data storage and

replicating of the game data to a replicated storage from the original game data storage. Negishi et al., teaches of computer data sharing system and method of maintaining replicated data and storing and sharing said replicated data, and thus is constituted as proper reference.

In response to applicant's argument that the references fail to show certain features of applicant's invention, it is noted that the features upon which applicant relies (i.e., multiple replicas stored in relation to an original) are not recited in the rejected claim(s). Although the claims are interpreted in light of the specification, limitations from the specification are not read into the claims. See *In re Van Geuns*, 988 F.2d 1181, 26 USPQ2d 1057 (Fed. Cir. 1993).

The examiner would like to point out that in the rejection above, the examiner has cited particular paragraphs, columns and line numbers from the references as applied to the claims above for the convenience of the applicant. Although the specified citations are representative of the teachings in the art and are applied to the specific limitations within the individual claim, other passages and figures may apply as well. It is respectfully requested from the applicant, in preparing the responses, to fully consider the references in entirety as potentially teaching all or part of the claimed invention, as well as the context of the passage as taught by the prior art or disclosed.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to SUNIT PANDYA whose telephone number is (571)272-2823. The examiner can normally be reached on M-Th 8 - 5:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on 571-272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/JAMES S. MCCLELLAN/
Primary Examiner, Art Unit 3714

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